DemulShooter v7.2a

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Section I : Description

DemulShooter is a software interfering with (mostly) emulators to allow users to play railshooter games with 2 lightguns or XInput-based devices.
Except for some emulators (MAME, supermodel), most of them do not support RawInput protocol and thus dual player mode with mouse-alike devices.
It was greatly inspired by the TroubleShooter2 software (http://forum.arcadecontrols.com/index.php?topic=130784.0), which unfortunatelly did not support Demul and can be troublesome for users having swappable USB devices.

Section II : Installation

Zip package can be downloaded there : http://forum.arcadecontrols.com/index.php/topic,149714.0.html
Just unzip it in whatever directory you want.

There are 2 ways to run the software :

- By double-clicking the executable or running DemulShooter.exe without any parameters, this will display the configuration GUI. See **Section III** below for details. Just save and close once done.

- By running the `DemulShooter.exe` with appropriate parameters to run it in the background according to the game you want to play. The program has to run in background with the game to work.

Section III : Configuration

Executing `Ds_Diag.exe` will display a window in which you can choose a RawInput device in the drop-down list.
You'll then see a crosshair and pushed buttons when you use this device, as well as detailed information.
Use this utility to :
- Find your wanted devices in the list.
- Make sure your devices are working as wanted with DemulShooter

Executing `DemulShooter.exe` without any command line argument (or double clicking it in the explorer) will display a very simple GUI with 6 tabs :

- P1 Config / P2 Config :
  To choose devices to use for Player1 and Player2.
  Only mice-like devices, supporting RawInput data will be listed (such as Aimtrak, ArcadeGuns, maybe Act Labs guns....) as well as XInput based gamepads (XBox controller, TouchMote driver for Wiimotes, etc...).
  If a Gamepad is selected, you will be able to configure buttons used to simulate left/middle/right clicks in games as well as other parameters like "recoil" vibration on shoot (if your device support it).
  If a RawInput device is selected, you will be able to configure a keyboard key to act as MiddleClick. The main purpose is to allow One-Button-Aimtrak users (usually set to LeftClick/RightClick) to acces MiddleClick functions.
  All changes on these tabs are effective without saving or reloading.

- Calibration :
  Some Act Labs Gun users may have calibration issue with their gun not outputing correct raw input data.
  You can use this tab to adjust the aim by adding an offset to X and Y axis for each player.
  This offset is a number of pixels, so it is dependant of your screen resolution.
  For X offset, negative values move the aim to the left.
  For Y offset, negative values move the aim to the top.
  All changes on this tab are effective without saving or reloading.

- m2emulator :
  To install LUA scripts allowing the use of custom crosshairs for P1 and P2. Scripts are the same ones used in Howard's Troubleshooters2.
  You can set the keyboard keys used to change P1/P2 crosshair and to display/hide crosshairs.
  Click the install button and select m2emulator .exe folder to install the scripts.

- Silent Hill the Arcade:
  To set keyboard keys used by the Taito Type X "Silent Hill The Arcade" game.
  These keys need to be set for the game to be playable (with or without DemulShooter)
  A 2nd button is here to install a transparent cursor image, so that crosshair becomes invisible.

- Gundam : SoZ :
  To activate "Pedal-Mode" hack and set keyboard keys for the Pedal.
  With this hack enabled, the game is played like Time Crisis series, instead of hiding as soon as the gun is pointed out of the screen limits.
  This is mostly usefull for people using some Act Labs guns, updating their position only when pulling the trigger.
  Or for people like me who love Time Crisis gameplay :)

- Dolphin :
  To install a basic Dolphin Wiimote config file.
  This configuration is a base used by DemulShooter so that both Lightgun can be used.
  It's a minimalist configuration and most of it can be modified so that each player can add whatever they want.

Section IV: Execution

DemulShooter is a command line based executable :

```
DemulShooter.exe -target=[target] -rom=[rom] [options]
```

Supported [target] :

demul057	:	Demul 0.57
demul058	:	Demul 0.582
demul07a	:	Demul 0.7a 111117
dolphin4	:	Dolphin x86 v4.0.2
dolphin5	:	Dolphin x64 v5.0
globalvr	:	Global VR
model2	:	Model2 Emulator v1.1a (EMULATOR.EXE)
model2m	:	Model2 Emulator v1.1a (emulator_multicpu.exe)
ringwide	:	TeknoParrot Loader
ttx	:	Taito Type X
windows	:	Windows Games

Supported [rom] :

Demul:

braveff	:	Brave Fire fighters (Demul 0.7a Only)
claychal	:	Sega Clay Challenge (Demul 0.7a only)
confmiss	:	Confidential Mission
deathcox	:	Death Crimson OX
hotd2	:	House of The Dead II (US)
hotd2o	:	House of The Dead II
hotd2p	:	House of The Dead II (Prototype)
lupinsho	:	Lupin the Third (the shooting)
mok	:	The Maze of the kings
ninjaslt	:	Ninja Assault (World) (Demul 0.582 and +)
ninjaslta	:	Ninja Assault (Asia) (Demul 0.582 and +)
ninjasltj	:	Ninja Assault (Japan) (Demul 0.582 and +)
ninjasltu	:	Ninja Assault (US) (Demul 0.582 and +)
pokasuka	:	Pokasuka Ghosts (Demul 0.7a only)
rangrmsn	:	Ranger Mission (Demul 0.7a only)
sprtshot	:	Sports Shoting USA
xtrmhunt	:	Extreme Hunting (Demul 0.7a only)
xtrmhnt2	:	Extreme Hunting 2 (Demul 0.7a only)

Dolphin:
   - Parameter not used -

Global VR:

alienshasp	:	Aliens Extermination (Original dump, x86 only and dongle emulation)
aliens	:	Aliens Extermination (2nd dump, x86 and x64, dongle check removed)
fearland	:	Fright Fear Land

Model2:

bel	:	Behind Enemy Lines
gunblade	:	Gunblade NY
hotd	:	House of the Dead
rchase2	:	Railchase 2
vcop	:	Virtua Cop
vcop2	:	Virtua Cop 2

RingWide:

lgi	:	Let's Go Island : Lost on the Island of Tropics
sdr	:	Sega Dream Riders
sgg	:	Sega Golden Gun
og	:	Operation G.H.O.S.T.

Taito Type X:

sha	:	Silent Hill the Arcade
gsoz	:	Gundam : Spirit of Zeon
gsoz2p	:	Gundam : Spirit of Zeon DualScreen
hmuseum	:	Haunted Museum
hmuseum2	:	Haunted Museum 2
mgungun2	:	Music Gun Gun! 2

Windows Games :

hod3pc	:	House of the Dead III
artdead	:	Art Is Dead

Supported [options] :

-noresize	:	Fix demul bug (exiting fullscreen when shooting upper left corner).
		Note : this will block all mouse inputs to Demul GUI (menus, etc...)
-widescreen	:	Demul widescreen hack, works for some games.
-noautoreload	:	Disable ingame auto-reload when last bullet is fired in hod3pc
-ddinumber	:	Dolphin's DirectInput number for P2 device (optional, default = 2)
-parrotloader	:	Temporary option to enable full hack of parrotloader for frontend integration (see *section IX*)
-v	:	Verbose ON (debug information written to a text file)

Exemple :

```
DemulShooter.exe -target=demul07a -rom=confmiss -noresize -widescreen -v
```

Once executed, a notification icon will be shown in the systray.

DemulShooter will shut itself down as soon as the target process is closed.

Display Help :

```
DemulShooter.exe -h
```

Section V : Demul

Multiple versions of Demul are supported, for users stuck with windows XP and an older version of Demul for example.
Latest version of Demul (07a) using DX11 is the best to use if you can !
The latest supported build of the emulator is ***Demul 0.7a 111117***
You don't have to change anything about your controls in PadDemul pluggin settings.

1. Run DemulShooter for a Demul emulator/game

2. Run corresponding Demul and launch a game (or use command line to run Demul with the game directly)

3. The first time you run a game, go to SERVICE/TEST menu and perform guns calibration.

!! Beware : closing Demul with ALT + F4 or killing the process will prevent it to save calibration data to NVRAM !!

Misc. Notes:
*   Atomiswave railshooter games are not supported by Demul untill 0.7a
*   Atomiswave railshooter games calibration is basic and causes offset between cursor position/shoot position in 16/9 format
*   When you update Demul to a new version, don't forget to either run guns calibration again or to copy your older `nvram` folder

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
braveff	Trigger	Fog Stream Switch	Reload
claychal	Trigger	/	Reload
confmiss	Trigger	/	Reload
deathcox	Trigger	/	Reload
hotd2	Trigger	/	Reload
hotd2o	Trigger	/	Reload
hotd2p	Trigger	/	Reload
lupinsho	Trigger	/	Reload
mok	Trigger	/	Reload
ninjaslt	Trigger	/	Reload
ninjaslta	Trigger	/	Reload
ninjasltj	Trigger	/	Reload
ninjasltu	Trigger	/	Reload
pokasuka	Trigger	Charge Powershoot	Charge Powershoot
rangrmsn	Trigger	/	Reload
sprtshot	Trigger	/	Reload
xtrmhunt	Trigger	/	Reload
xtrmhunt2	Trigger	/	Reload

Section VI : Model2

Troubleshooter2 is supporting 1.0 version of the emulator.
I decided to support on my side the latest build available, which is 1.1a.
There are 2 .exe available for it: one for single cpu and the other for multi cpu computers. Both are supported as long as you set the correct option in DemulShooter command line parameter.
You don't have to change anything about your controls in Model2 settings.

1. Download and unzip latest version (http://nebula.emulatronia.com/downloadgw.php?get=m2emulator.zip)

2. Edit the file "EMULATOR.INI" to change :
   UseRawInput=0
   to:
   UseRawInput=1

3. If you want to display genuine emulator crosshair, change :
   DrawCross=0
   to:
   DrawCross=1

4. If you don't want any crosshair OR if you want to use custom crosshairs installed with LUA scripts (see **section III**) just set **DrawCross=0**

5. Run DemulShooter for your model2 exe and the wanted rom

6. Run corresponding Model2 and launch a game (or use command line to run Model2 with the game directly)

7. The first time you run a game, go to SERVICE/TEST menu and perform guns calibration.

Misc. Notes:

- Everygame is based on LeftCLick = Fire, RightClick = Reload. Except for Behind Enemy Lines for which secondary click is a grenade : I made it launch by a MiddleClick, so that it can be used aiming at a target on-screen (as right-click usually is firing out of screen borders)

CONTROLS			
ROM	LEFT CLICK	MIDDLE CLICK	RIGHT CLICK
bel	Trigger	Grenade	Reload
gunblade	Trigger	/	Reload
hotd	Trigger	/	Reload
rchase2	Trigger	/	Reload
vcop	Trigger	/	Reload
vcop2	Trigger	/	Reload

Section VII : Taito Type X

Gundam : Spirit of Zeon

All information regarding the correct installation of the game will be found here :
http://www.emuline.org/topic/818-gundam-zion-taito-typex-released/

1. Install the game and make sure it's working correctly.
   If you want to play with the Dual Screen modified exe, you need to use the `Game Loader All RH` launcher.

2. If you want to play like the arcade game (you're hiding when the gun is pointed out of the screen), jump to step 3.
   Overwise, if you want to use a pedal system to hide (like Time Crisis series), run the GUI window of DemulShooter and activate the pedal mode in the Gundam tab. You can choose a keyboard key for the pedal.
   If you're using an arcade panel or a joystick, you can simulate later the selected pedal key with AutoHotkey

3. Run DemulShooter for this game, according to the version you're playing (Single Screen / Dual Screen):
   ```
   DemulShooter.exe -target=ttx -rom=gsoz
   ```
   or
   ```
   DemulShooter.exe -target=ttx -rom=gsoz2p
   ```

4. Play the game, no need for calibration

Misc. Notes:

- If you run the original exe you'll see that I remapped mouse buttons controls. This is on purpose :
  right-click was originally used to switch to bazooka but on most configuration, right-click on Aimtrak is set to off-screen trigger, making the change of weapon impossible...
- I couldn't make the "axe hit" work (simultaneous buttons push in Arcade) with DemulShooter

CONTROLS						
ROM	**ON SCREEN**			**OUT OF SCREEN**		
	LEFT CLICK	**MIDDLE CLICK**	**RIGHT CLICK**	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
gsoz / gsoz2p	Trigger	Bazooka	/	Launch Mine	Take Mine	Launch Mine

Haunted Museum

1. Run DemulShooter for this game:
   ```
   DemulShooter.exe -target=ttx -rom=hmuseum
   ```

2. Just run `game.exe` and play, no need for calibration.

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
hmuseum	Trigger	/	/

Haunted Museum 2

There are 2 available dumps of this game, one was a Taito game and the other (Fright Fear Land) was a Global VR game.
You can find on the DemulShooter's thread (http://forum.arcadecontrols.com/index.php/topic,149714.0.html) a link to a patching utility for FFL/HauntedMuseum 2….use it to open the `game.exe` file and know which version you have.

1. Run DemulShooter for this game :
   ```
   DemulShooter.exe -target=ttx -rom=hmuseum2
   ```

2. If you want to make the game harder (funnier ?) you can run it like this instead :
   ```
   DemulShooter.exe -target=ttx -rom=hmuseum2 -hardffl
   ```
   With the -hardffl option, you'll play by default with the rifle pistol and pressing the change weapon button will make you use the machinegun

3. Run the game and play, no need for calibration.

CONTROLS			
ROM	LEFT CLICK	MIDDLE CLICK	RIGHT CLICK
hmuseum2	Trigger	Change Weapon	/

Music Gun Gun! 2

1. Get the game, run the `JConfigMG2.exe`
   You can uncheck mouse support, and if you want you can set Start, Service, Enter etc...keys to keyboard or Aimtrak Joy buttons directly

2. Run DemulShooter for this game:
   ```
   DemulShooter.exe -target=ttx -rom=mgungun2
   ```

3. Just run game.exe and play, no need for calibration.
   If the game is asking for calibration on 1st start, just press ENTER button to skip

Misc. Notes:

● Code and cheats : http://groovecoaster.wikia.com/wiki/Music_GunGun_2

CONTROLS			
ROM	LEFT CLICK	MIDDLE CLICK	RIGHT CLICK
mgungun2	Trigger	/	Off-Screen shot

<u>Silent Hill : The Arcade</u>

Please use this link to download and install it :
http://assemblergames.com/l/threads/pc-silent-hill-the-arcade-playable-on-windows-tutorial.50161/

There are 2 .exe available too : **KSHA.exe** and **KSHA_no_cursor.exe**, but only **KSHA_no_cursor.exe** is compatible with DemulShooter.

1. Donwload and install (might be the hardest part !)

2. You'll find in the game folder a **config.bat** script to set game keys, but not for Player2. So use DemulShoter GUI to set both players controls (see *Section III*).

3. Run DemulShooter for this game :
   ```
   DemulShooter.exe -target=ttx -rom=sha
   ```

4. Then you'll have 2 ways to run the game :
   a. Run **KSHA_no_cursor.exe** and that's all
   b. Use the loader **Game Loader All RH.exe** to run the game with enhanced graphics but in that case you will have to uncheck "enable hotkeys" : it uses right click to pause the game so each time you'll reload manually it will stop the game.

Just play the game **WITHOUT** doing any calibration, aim is completely off in SERVICE menu but will work as expected in game.

<u>Misc. Notes:</u>

- Left-click will send Trigger keys to the game, right-click will reload
- Aim is totally off in the SERVICE menu for gun calibration, don't use it !
- Some versions of **Game Loader All RH.exe** are not executing the good Silent Hill exe
- **Game Loader All RH.exe** adds his own crosshair cursor, to make it disappear and play as in Arcade, just create a totally transparent cursor and overwrite the **CrossHair.cur file** in the **sv** subdirectory

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
sha	Trigger	/	Reload

Section VIII : Global VR

Aliens : Extermination (dongle protected release):

This game must be run in a WindowsXP Virtual Machine (I'll call it "VM" from now).
A pre-pack VirtualBox image was released, and I modified it to add Aimtrak utility and DemulShooter in it.
Please use this link to find it and for any support concerning installation of the game :
http://www.emuline.org/topic/778-aliens-extermination-working

The game itself might work on a 32bits Windows7 too but I can't confirm myself.
What I can confirm though, is that the dongle emulation won't work with 64bits Windows

1. Install the VM and set up the game.

2. To make Aimtraks work inside the VM, you have to activate USB bridging from host to the VM.
   Boot the VM and run the Aimtrak utility to see if your Aimtraks are recognized under the VM

3. Within the VM, run DemulShooter GUI to set your devices

4. Run DemulShooter like this:
   ```
   DemulShooter.exe -target=globalvr -rom=alienshasp
   ```

5. Run **abhrelease.exe** to start the game

According to the VirtualBox image you got, you may have some pre-made scripts on the desktop to run the game directly

Misc. Notes:

- All actions must be done in the VM, not with the DemulShooter on your hosting system
- Please use google for any help regarding VirtualBox configuration and USB bridging

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
aliens	Trigger	Grenade	/

Aliens : Extermination (dehasped release):

This release (**aliens dehasped.exe**) can be run directly without the need of a VM (even on x64 Windows version)

1. Copy the game to the C:\ root folder

2. Run DemulShooter like this:
   ```
   DemulShooter.exe -target=globalvr -rom=aliens
   ```

3. Run **aliens dehasped.exe** to start the game

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
aliens	Trigger	Grenade	/

Fright Fear Land

This is the same game than Taito Type X → Haunted Museum 2
See that game description in *Section VII* for detailed informations.

DemulShooter commands for this game :

```
DemulShooter.exe -target=globalvr -rom=fearland
```
or
```
DemulShooter.exe -target=globalvr -rom=fearland -hardffl
```


CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
fearland	Trigger	Change Weapon	/

Section IX : RingWide

This guide is written for TeknoParrot 1.20 or newer.
Older version will work too but executable names and procedure to run game were different. See here for Loader and dumps :
http://www.emuline.org/topic/819-sega-ringedgeringwide-etc-wip-teknoparrot-05-publique/

1. Get TeknoParrot loader, run **TeknoParrotUi.exe**

2. You can uncheck "Use Mouse for gun games" and let joysticks with nothing under "Emulator Settings"
   For each game you can set Keyboard keys for Start/Service/Test (though not everything will work natively….) or let them empty and use DemulShooter's harcoded keys by adding ***-parrotloader*** option

3. Run DemulShooter for this system, for example:
   ```
   DemulShooter.exe -target=ringwide -rom=lgi
   ```

4. Run the game TEST MODE via **TeknoParrotUi.exe**, or directly with a command line.

5. For LGI, you will have to run calibration : make sure MIN X and Y are set to 00h and MAX X and Y to FFh
   For SDR, just follow the calibration procedure and shoot a the target
   For SGG, just don't use "windowed" mode (there is no TEST menu available)
   Save settings and exit when you're done

6. Re-run DemulShooter

7. Run the game via **TeknoParrotUi.exe**, or directly with a command line.

8. Enjoy !

Misc. Notes:

- Loader version should not be important as I'm hooking directly to the game's executable, not the loader.

- Some keyboard keys you can set in TeknoParrotUi.exe won't work (mainly P2 Start, and some others)
  While this issue remains, you can run DemulShooter like this :
  ```
  DemulShooter.exe -target=ringwide -rom=lgi -parrotloader
  ```

  This will block **ALL** inputs from ParrotLoader, and you will have access to these buttons on the keyboard (hardcoded on DemulShooter):
  [1]   ->   P1 Start
  [2]   ->   P2 Start
  [8]   ->   Service
  [9]   ->   Test

- Operation G.H.O.S.T is running without Teknoparrot. Just open the **gs2.ini** file and change the following lines to :
  EnableJvs=0
  EnableAMLib=0
  EnableLedBoard=0
  EnableInputDevices=1

  You can then run the game (**gs2.exe**) as a standalone or with GameLoaderAllRH to get it fullscreen
  Operation G.H.O.S.T original keys control are :
  CTRL+F1   =   Coin
  ENTER   =   Start P1
  NumPad ENTER =   Start P2

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
sgg	Trigger	/	Reload
lgi	Trigger	TriggerR	TriggerR
og	Trigger	Change Weapon	Action & Reload
sdr	Trigger	TriggerR	/

Section X : Dolphin

DemulShooter is compatible with the latest stable version of Dolphin x86 4.0 :
http://dl-mirror.dolphin-emu.org/4.0.2/dolphin-x86-4.0.2.exe
and with the latest stable version of Dolphin 5.0 : https://dl-mirror.dolphin-emu.org/5.0/dolphin-x64-5.0.exe
All games are supported, there is no game-specific command option.

DemulShooter generates the following keys for Player1 device clicks :
- LeftClick   =>   LeftClick (DInput/0/Keyboard Mouse)
- MiddleClick   =>   MidleClick (DInput/0/Keyboard Mouse)
- RightClick   =>   RightClick (DInput/0/Keyboard Mouse)

For Player2 device clicks :
- LeftClick   =>   S (DInput/0/Keyboard Mouse)
- MiddleClick   =>   D (DInput/0/Keyboard Mouse)
- RightClick   =>   F (DInput/0/Keyboard Mouse)

Usage :

1. Download Dolphin, install, execute it a first time (to make it create it's config folder) then close it (usually `"MyDocuments\Dolphin Emulator\Config\WiimoteNew.ini"`). This is a generic Wiimote config file working with most games. You'll be able to modify it later if needed.
   If an Aimtrak device is set for Player2, DemulShooter will tell you that a correctly modified file was copied with the correct Aimtrak ID.
   If you have another kind of device or if DemulShooter could not identify your Aimtrak, you will have to manually modify the WiimoteNew.ini file (see later below, Step 5)

2. Use DemulShooter GUI (see **Section III**) to make it copy Wiimote config file to Dolphin config folder

3. Now execute Dolphin
   a. In the "Graphics" menu, check "Render To Main Window". Without this step, some strange bugs sometimes appear.
   b. In the "Graphics" menu, set "Aspect Ratio" to "Stretch To Window". Without this step, aim will be off if Dolphin doesn't use all of it's window.

4. In "Controllers" settings, Wiimote1 and Wiimote 2 should be set to "Emulated Wiimote". Open the "Configure" window for Wiimote2

--------------[**If you had a success message for step 2, you can jump to step 6**]--------------
5. In the "Device List" dropdown list, search for your Player2 Lightgun (ex : `DInput/0/ATRAK Device #2` for Aimtrak with ID=2) and note the exact name. Now close Dolphin, edit manually with a text editor the `WiimoteNew.ini` file on your computer and replace all occurence of "`DInput/0/ATRAK Device #2`" by your DeviceName (4 lines to modify : number 36,37,38,39) and go back to Dolphin
----

6. In the "Device List" dropdown , you'll see both Wiimote are set to "`DInput/0/Keyboard Mouse`", this is normal do not change it !!!
   That way you can add whatever key you want with a Keypress and use Autohotkey or anything else. Only P2 axes are not modified by keyboard.

7. In the "Device List" dropdown list, search for your Player2 Lightgun (ex : `DInput/0/ATRAK Device #2` for Aimtrak with ID=2) and note it's exact position in the list (usually, KeyboardMouse is 1st, then are following other plugged device in an order I can't know about)

8. Run DemulShooter for this emulator/game (-rom option is not needed) with the -ddinumber option set to the number you just got. If you don't specify the -ddinumber option, the default value will be 3 (usually, 1 -> KeyboardMouse / 2 -> Aimtrak #1 / 3 -> Aimtrak #2).
The device order will always be the same with the same devices plugged. Only adding/removing devices can change the order.
Example for DemulShooter :

```
DemulShooter.exe -target=dolphin5 -ddinumber=4
```

9. Launch a game (or use command line to run Dolphin with the game directly)

Misc. Notes:

- To make it quick, to make Player2 work you need your exact DeviceName in the `WiimoteNew.ini` config file AND the exact position number of this Device in Dolphin's device list for DemulShooter

- In Wiimote settings, for Player1 or Player2 you can modify everything you want to make the configuration fit some games needs :

  !!! Just don't modify Player2 AXIS buttons !!!

  Set click 0, click 1 and click 2 for DemulShooter's device#1 clicks and S, D and F keyboard button for DemulShooter's device #2

- My trick to make it all work is to use an AutohotKey script to copy/paste a corresponding `WiimoteNew.ini` file (according to the game I want) before executing Dolphin + Game, and to map aimtrak buttons (others than mouse clicks) to keyboard key (according to `WiimoteNew.ini` file)

Section IX : Windows Games

Art Is Dead

To play Solo mode without crosshair:
1. Run DemulShooter as needed:

```
DemulShooter.exe -target=windows -rom=artdead
```

2. Run the game and go to "Options" and set "Lightgun" to be used.

To play Solo mode with crosshair:
1. Do not run DemulShooter and run the game with "Mouse" to be used (default parameter).

To play 2P game with two Aimtraks:
1. Run DemulShooter as needed:

```
DemulShooter.exe -target=windows -rom=artdead
```

2. Run the game, select 2P mode and set both player to "LightGun".
   LightGun separation is effective only "in-stage", both player can control the cursors in menu screens with or without DemulShooter enabled.

Misc. Notes:

- You will NEED a keyboard as the game asks for player names before you can start a game.
- Don't bother with LightGun Calibration "Options" menu, it won't work as the game is waiting for old ActLabs CRT guns.

CONTROLS			
ROM	LEFT CLICK	MIDDLE CLICK	RIGHT CLICK
artdead	Trigger	/	/

House of The Dead II

Usage :

1. Install the game, and run the config application (`Config.exe`) and set both players controls to Keyboard. Keys seem to be hardcoded :

   P1 Start = ENTER   P1 Trigger = R.SHIFT   P1 Reload = R.CTRL
   P2 Start = TAB   P2 Trigger = L.SHIFT   P2 Reload = L.CTRL

2. Run the game

3. Run DemulShooter for this game

```
DemulShooter.exe -target=windows -rom=hod2pc
```

CONTROLS			
ROM	LEFT CLICK	MIDDLE CLICK	RIGHT CLICK
hod3pc	Trigger	Reload	Reload

Misc. Notes:

- DemulShooter's has one harcoded key to add Coins : Keyboard Key [5]

House of The Dead III

Controls for Aimtrak are :
- Left click   =   Shoot
- Right click   =   Reload
- Middle click   =   Left / Right (for when the game is asking you to choose a path)

Usage :

1. Install the game

2. Launch the config window (`hod3launch.exe`) and set both players controls to keyboard.
   a. Keys can be changed as needed without any trouble, as I read choosen values directly into Windows Registry to send needed key codes.
   b. In case the registry cannot be read, DemulShooter will use a default configuration so if you're in trouble please set HOD3 keys to (for an AZERTY keyboard) :
   c. P1 Trigger = X   P2 Trigger = N
   d. P1 Reload = Z   P2 Reload = B
   e. P1 Right = D   P2 Right = L
   f. P1 LEft = G   P2 Left = J

3. Run the game

4. Run DemulShooter for this game
   `DemulShooter.exe -target=windows -rom=hod3pc`

Misc. Notes:

- To run directly the game and bypass the launcher screen, you have to set a register value before running the main `hod3pc.exe`. It can be done with an Autohotkey script for example :

  ----- AHK script -----
  ```
  RegWrite, REG_DWORD, HKEY_LOCAL_MACHINE, SOFTWARE\Wow6432Node\SEGA\hod3\Settings, Played, 1
  Run, C:\Program Files (x86)\SEGA\THE HOUSE OF THE DEAD3_EU\exe\hod3pc.exe
  ```

- I made a No-Crosshair patch, it is available here : http://forum.arcadecontrols.com/index.php?topic=149714.0
  Just overwrite the `SPR.AFS` original file which is located on the "fs" folder inside game install folder (for me it's `C:\Program Files (x86)\SEGA\THE HOUSE OF THE DEAD3_EU\fs\SPR.AFS`)

- By default, the game automatically reload your gun when you shoot your last bullet.
  To make it behave like a real arcade game, use the **-noautoreload** option : once your clip is empty, you'll have to use the reload button.

CONTROLS			
ROM	**LEFT CLICK**	**MIDDLE CLICK**	**RIGHT CLICK**
hod3pc	Trigger	Path Select*	Reload

* Used to send "left" or "right" keyboard keys to choose path in levels.
 Alternate between "left" and "right" at each button press. Can be replaced by keyboard or any other input.

Section X : Known bugs

- Xinput devices are not working with Ninja Assault (Demul)
  RawInput lightguns are working well, and it may be my whole Xinput control layer that's not perfect. WIP

- Pokasuka Ghosts (Demul) player 2 is not working. I'm not sure it has ever worked indeed….

- Sega Golden Guns must be played full screen to be accurate. In windowed mode (even with a simple mouse) there's an offset between the mouse position and the crosshair in game.